

BURLINGTON PARKS AND RECREATION PUMPKIN PITCH COMPETITION 2018



Team Name _____ Captain _____

Waiver and Release for Pumpkin Pitch 2018

Practice Day: Friday, September 28, 2018

Competition Day: Saturday, September 29, 2018

1. I desire to participate in the Pumpkin Pitch at the Skagit River Park, located at the intersection of East Gilkey Road and South Skagit Street in Burlington, Washington. I understand, accept, and assume the risks associated with participation in any and all activities associated with the Pumpkin Pitch.

2. I assume full responsibility for any injuries which may occur to me, as well as to anyone on, or associated with my team, any persons participating in the event, and any spectators, and do hereby fully and forever discharge and release the site landowner (City of Burlington) and their elected officials, employees, executive directors, board members, officers, agents, authorized volunteer helpers, representatives, consultants, insurers and sureties, and their successors and assigns (collectively, the "Released Parties") from any "Claims."

"Claims" as used in this document means any and all claims, demands, damages, rights of action or causes of action, present or future, whether the same be known, anticipated or unanticipated, resulting from or arising out of my presence or the presence of my team members, actions at the event, the use or unattended use of the Skagit River Park site to launch pumpkins with a Trebuchet/Catapult machine, and/or participation in activities connected with the Pumpkin Pitch event including, without limitation, any of the foregoing resulting from or arising out of the negligence of a "Released Party." Further, I hereby waive any and all "Claims" against a "Released Party."

I/we have read the above Waiver and Release, and agree to its terms and voluntarily consent to use the Skagit River Park site to hurl pumpkins with our machine in the Pumpkin Pitch. If you have a minor between 16 and 18yrs of age have Parent/Guardian sign under your name and mark "parent or guardian of".

Name (please print) _____	Signature _____	Date _____
Name (please print) _____	Signature _____	Date _____
Name (please print) _____	Signature _____	Date _____
Name (please print) _____	Signature _____	Date _____
Name (please print) _____	Signature _____	Date _____
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Name (please print) _____	Signature _____	Date _____
Name (please print) _____	Signature _____	Date _____

REGISTRATION FORM (see costs & deadlines below)

→ **Early Registration: Due by Wednesday, September 19, 2018** ←

(This date is important so we can send out Press Releases w/Team names)

Last day to register AT ALL is: Friday, September 21, 2018

Please **PRINT OUT/SEND** this page by mail to the address below or fax 360-757-0994

Burlington Parks and Recreation, 900 E. Fairhaven Ave, Burlington, WA 98293.

Send along your check, money order, cash, or call to pay via credit card.

Please make checks/money orders out to Burlington Parks and Recreation.

Machine/Team Name: _____

Total Number of Team Members _____ (only 6 team members allowed in the Pit at one time)

Estimated Average Distance of Pumpkin Tossed by your Machine (helps with our assigning of area and which division you will enter this year): _____ feet. Weight of Pumpkin: _____ pounds.

Which Division? (Please mark which division you want to sign up for, see description on pg. 5)

REGISTER by fax, in person, or by mail. Team Fee must be mailed in at the same time as Registration

****Registration received BY 9/19: \$50 entry fee. Received AFTER 9/19: \$25 Late Fee Added**

_____ \$50 Adult Lightweight (ALD) Division: Tosses pumpkins weighing less than 5lb.

_____ \$50 Adult Middleweight (AMD) Division: Tosses pumpkins weighing 5-8lbs, less than 800ft.

_____ \$50 Adult Heavyweight (AHD) Division: Tosses pumpkins weighing 8-10lbs, less than 1400ft.

_____ **\$25 Additional Late Fee (If registering AFTER 9/21/18)**

****Sorry-We cannot accept any entries after FRIDAY, 9/21/18****

Name of Captain: _____

Day Phone: _____ Cell Phone: _____

Name of Team Contact: _____

Day Phone: _____ Cell Phone: _____

Team Contact Address: _____

City: _____ State: _____ Zip: _____

Email Address _____

Sponsor(s), if any: _____

Please attach a description of your machine and team entry for media use in the Pumpkin Pitch 2018 competition. You must include a sketch or a diagram, which includes overall height, length, materials used and approximate weight. All entries will be kept confidential until Competition Day.

Make checks payable to:

Burlington Parks and Recreation **DATE RECEIVED** _____

Mail to:

Burlington Parks and Recreation Department

900 E. Fairhaven Ave.

Burlington, WA 98293

Make sure to include this form when you send in your payment for registration. If you have any questions, contact the Recreation Department at 360-755-9649, or email christik@burlingtonwa.gov

REQUIRED MEETINGS, INSPECTIONS, DEADLINES and SCHEDULE

BURLINGTON PARKS AND RECREATION

PUMPKIN PITCH

All entries must register in one of the following divisions:

1. Adult Lightweight Division (ALD): Tosses pumpkins weighing less than 5 pounds.
2. Adult Middleweight Division (AMD) Tosses pumpkins weighing 5-8lbs, less than 800ft.
3. Adult Heavyweight Division (AHD): Tosses pumpkins weighing 8-10lbs, less than 1400ft.

(We reserve the right to move a team to another division if we see fit)

****Captain's Meeting****

A mandatory Captain's Meeting will be held at the launch site, Skagit River Park, on Saturday morning (9/29) at 8:30am at the Check-in Trailer. The Team Captain* or sufficient "leader" from each team **MUST ATTEND** Judging criteria and procedures will be explained at the Captain's Meeting (see attached forms). All Pumpkin Pitch Competition questions will be answered at this time (we'll do the best we can).

**What is a Team Captain? Your Captain is responsible for relaying messages back to your team, although the lead safety inspector makes all final decisions.*

Safety Check and Trial Launch

Safety Check and Trial Launch will be held on Friday, Sept. 28. Teams may start showing up at 10am at Skagit River Park (let us know if you need to be accommodated earlier than 10am). **DO NOT SET UP UNTIL YOU HAVE CHECKED-IN, we will have spots assigned to you.** All PRACTICE TOSSES can start after 12:30pm and *must* be completed by 4:30pm. You **cannot fire anymore practice shots once the Safety Team has left the park on Friday.** All team members **MUST** be at the Skagit River Park for the second safety inspection on Saturday, September 29 at 8:55 a.m. Teams will not compete unless all safety checks are okay'd by the Safety Team. Supervision of park will be provided overnight at the launch site, but be sure to lock up all valuables, loose tools, vehicles, etc.

Vehicles

We have a separate parking area for team members; there is limited space in the VIP area. We will give you 6 VIP Parking Passes for Saturday. We know you all have family and friends that want to be back in the pits with you*. We will have bleachers set up on the West side of the area for those members to sit. One vehicle per team MAY be permitted on-site in the pit area, check w/staff. Parking Passes will be handed out on Friday, go to PP Headquarters Trailer. We have additional help this year so we are really watching the parking situation. There will be separate: VIP Parking (handicapped, volunteers, vendors, staff, and media), and Public Parking. This will be strictly enforced and problems won't be able to be addressed day of event.

***Pit Area**

For both FRIDAY AND SATURDAY due to concern over safety of all participants and spectators, only 6 team members over the age of 16 will be allowed in the pit area during practice shots, competition, and the "free for all". **NO EXCEPTIONS.** Safety comes first! Each team will have 6 team tags and will have to rotate turns. Family, friends, spectators will not be allowed in pit area. These rules will be enforced, so please advise your team members, family, and friends to avoid confrontations or misunderstandings for the duration of the competition.

Saturday Schedule

- 7:00am- Park gates open
- 8:30am- Mandatory Captain's Meeting
- 8:45am- Pumpkin Weigh-Ins
- 8:55am- Final Safety Check
- 9:00am-9:45am- Final Practice Launches
- 9:45-10am- Set up Targets
- 10:00am-11:15- Public Viewing: pits will be open, public is invited to come and see your machines and vote for "People's Choice" Award. **No machines should be cocked.**
- 11:30 am- Flag Ceremony and National Anthem
- 11:30 am- Competition Begins!
 - 3 Tosses per team for Target/Accuracy Competition
 - 30 min. (or less) break to load-up counterweights. **Pits will NOT be open to public.**
 - 3 Tosses per team for Distance Competition
 - Candy Toss (we only can shoot ONE trebuchet this year with the Candy Pumpkin)
- Awards Ceremony immediately after the Pitch
 - Following the Awards Ceremony we'll have LIVE music onstage that will play until 4pm.
- Please tear down after Awards Ceremony is over. Arrange with Parks Staff on your exit (there will be spectators for the band); **machines must leave park on Saturday.**

Remember:

- We will have muffins, fruit, coffee & water available on Saturday for all the teams (*food is limited this year*). There are many food vendors available at the Festival.
- No firing should be done unless Safety Team/City Staff is on site.

BURLINGTON PUMPKIN PITCH 2018 RULES

NOTE: There will be one **Mulligan Pumpkin** given for *each* competition (Accuracy & Distance) this year for the teams to use at their discretion **if one of their tosses is a PIE** it can't be used if your toss goes OUT OF BOUNDS or you just don't like it.

Only ONE **Mulligan** can be used per competition, so choose wisely when to use it.

Adult Lightweight Division (ALD)- Pumpkins weighing less than 5lbs.

1. Pumpkins must weigh less than 5lbs.
2. Pumpkin must leave the machine intact. (Each team can have one Mulligan pumpkin per comp.)
3. No part of the machine shall cross the firing line.
4. No "wadding" (including bean chaff, straw, foam, metal, or any other object or foreign matter).
5. Motorized winches and/ or other cranking devices may cock the machine.

Adult Middleweight Division (AMD)- Tosses pumpkins weighing 5-8lbs, less than 800ft.

1. Pumpkins must land within 800ft. of the machine (any landing over 800ft. will be disqualified).
2. Pumpkin must weigh 5-8lbs.
3. Pumpkin must leave the machine intact. (Each team can have one Mulligan pumpkin per comp.)
4. No part of the machine shall cross the firing line.
5. No "wadding" (including bean chaff, straw, foam, metal, or any other object or foreign matter).
6. Motorized winches and/ or other cranking devices may cock the machine.

Adult Heavyweight Division (AHW)- Tosses pumpkins weighing 8-10lbs, from 800-1400ft.

1. Pumpkins must land under 1400ft from machine (any landing over 1400ft will be disqualified).
2. Pumpkin must weigh 8-10lbs.
3. Pumpkin must leave the machine intact. (Each team can have one Mulligan pumpkin per comp.)
4. No part of the machine shall cross the firing line.
5. No "wadding" (including bean chaff, straw, foam, metal, or any other object or foreign matter).
6. Motorized winches and/ or other cranking devices may cock the machine.

GENERAL RULES

Competition Rules:

1. **3 tosses for each team during the Distance Competition and Accuracy Competition.** Each team may use ONE Mulligan Pumpkin for a PIE or misfire in the Accuracy Competition, and may use ONE Mulligan Pumpkin during the Distance Competition for a PIE or misfire.
 - a. **Distance Competition:** Toss 3 pumpkins while shooting for maximum allowed distance. Team with the highest total distance recorded by adding all THREE legal tosses up will be deemed the winner of this competition.
 - b. **Accuracy Competition:** Toss 3 pumpkins while shooting for the target/flag that you estimate you can hit with most accuracy. **Team with the highest percentage rate of accuracy is winner.** Teams will be competing against each other to see who has the most accurate tosses while trying to hit their target/flag.

Formula for Competition

$$1- \frac{\text{\# ft. from target}}{\text{Distance Thrown}} = \text{ACCURACY PERCENTILE}$$

EXAMPLES:

600ft. target & team tosses 72ft. away from target

$$1- \frac{72 \text{ ft.}}{600 \text{ ft.}} = .88 \text{ OR } 88\% \text{ accurate}$$

1290ft. target & team tosses 153ft. away from target

$$1- \frac{153 \text{ ft.}}{1290 \text{ ft.}} = .882 \text{ or } 88.2\% \text{ accurate}$$

- c. After the Practice tosses are complete on Saturday morning, there will be a 29-minute break before Public Viewing. Teams will have 5 minutes to decide where they would like to place their target/flag on the field. The target must be placed between 100 and 1400ft. and within the sideline boundaries. Targets cannot be adjusted after they are placed in the ground. The target will consist of a corner flag or a TEAM FLAG that you design and bring with you. We will be placing either a hay bale or some sort of "object" for your flag to attach to (for better visibility and SMASHING enjoyment).
- d. After the targets are placed, the survey team will mark the location. You will be given 3 tosses to get as close as possible to your target. If your INTACT pumpkin touches *(in flight, prior to touching the ground)* any part of the target, you will be given a 100% percentage of accuracy as judged by the Staff. All other tosses will be measured at the edge of impact CLOSEST to the target's flag and an accuracy percentage will be calculated. All 3 tosses will be averaged together and the team with the highest accuracy percentile will be the winner.

2. Teams entering two machines in the same division may do so; provided they do not share components **and they pay for both entries.**
3. All Machines are encouraged to fire within five (5) minutes of being cocked. Human power will get an additional two (2) minutes to cock the machine. (Keep in mind that depending on the amount of machines entered, you will be in a shooting order and we will have a firing line boss to keep the machines informed as they come down the firing line.) Any machine not able to fire when the pit boss announces the end of the five (5) minute time limit may be asked to forfeit that round.
4. Team captains are responsible for making sure they get their pumpkins weighed well enough in advance to ensure they have the time they need to set up. Any special needs or concessions about time needed for your machine should be brought up at the team captains meeting. The Staff and Pit Boss will try to work with you to ensure you get the notice you need. Again, Team Captains are responsible for making sure you are ready when it's your team's turn to pitch.
5. Pumpkins are not to be altered in any way, excluding PP marker paints. All pumpkins must be in their natural state, but you may remove the stems. You may bring your own pumpkins or you can take your chances on the pumpkins supplied by Entrikin Farms for the event (no guarantees that there will be the right sizes or enough pumpkins). ALL pumpkins will need to be weighed before picking and this will be done on Friday.
6. All machines must be set up in the assigned areas given to you on Friday at Check-In.
7. Any machine that shoots out of the field of play will be disqualified and not counted as a throw. It will be counted as "pie". See Competition Rule #1a. for distances allowed.
8. Awards will be given to the teams in each division receiving 1st, 2nd, and 3rd place in the Distance and Accuracy Competitions.
9. There will be two "overall" prizes awarded in 2018:
 - a. **Captain's Award**- The team captains will vote to award the most "creatively designed" structure. The award will be based on the team that builds the most interesting, contemporary, historical, elegant, ugly, or eccentric pumpkin hurling machine.
 - b. **People's Choice Award**-This award will go to the team that the spectators think is the most "put together", based on: costume, theme, color, style and the best overall group presentation. Spectators will hand in their ballots during the Public Viewing time from 11am-Noon on Saturday.
10. If you are disqualified for any round in competition for breaking, SAFETY OR REGULAR, rules you will forfeit your highest accuracy percentage pitch or longest distance pitch, not the shot when you received your disqualification.

11. Each team will be allowed 3 recorded tosses in the Distance and 3 recorded tosses in the Accuracy competition, and after competitive throws are done, we will toss ONE pumpkin filled with candy (any volunteers?). Do not fire until approved by Safety Team and Pit Boss. General and Safety rules still apply. Measurements are done by City Event Staff for the 6 competitive tosses only. There is only room for tosses up to 1400ft. in our range area- **anything over 1400ft. is too dangerous to the surrounding houses and spectators.**
12. Participants are prohibited from participating in any aspect of the competition while intoxicated or otherwise under the influence of drugs, alcohol, or illegal substances. **NO ALCOHOL OR ILLEGAL DRUGS ARE ALLOWED IN THE PARK AT ANY TIME.**
13. All participating individuals must accept and sign the Damages and Injury Liability Waiver Form (page 1).
14. Machines may have as many team members representing them as desired, although only 6 at a time are allowed in the pit area due to limited space and safety hazards.

SAFETY RULES

1. All machine team captains and teammates are to follow all Pumpkin Pitch Rules. Failure to do so will result in penalties or disqualification, depending on the nature of the rule broken. If your team is penalized, you will forfeit your chance to pitch in that round of competition, and if disqualified, Rule #10 of the General Rules will be enforced. **Major infractions deemed as compromising the safety of the pitch and/or others around your machine will be discussed through a quorum of Pumpkin Pitch Organizers and Safety Committee to decide the appropriate disciplinary action.** The results of the quorum will be relayed to the team captain. **There will be ZERO TOLERANCE for those who break safety rules.**
2. The Pumpkin Pitch Organizers reserve the right to request a team captain to dismantle his or her machine to inspect for foul play or other safety violations.
3. **All machines must have a safety strap or alternative locking mechanism to hold the throwing arm or boom in case of early fire when loading.** You are responsible for making sure everyone stays clear behind your machine, in case of a misfire. It is highly recommended that personnel handling ropes or cables should wear thick gloves designed for sailing or repelling type to prevent burns.

4. Make sure winches can handle the tension/load and that all cables on your machine are in good condition. Also be sure your release mechanisms are strong enough to handle the tension/load. Make sure you have an automatic brake or a dog lock on your winch or cocking device.
5. NO CHILDREN UNDER 16 will be allowed in the Pit Area. **No exceptions, even on Friday and Saturday morning**, per our **WCIA insurance agency requirements**.
6. Any machine found to have structural defects (including, but not limited to: weld fractures affecting the pressure vessel, load beams, firing pins, any load bearing members, supports or support subsystems) will be banned from competing until repaired and re-inspected by a member of the Safety Committee.
7. Any grievance or protest needs to be sent to the PP Trailer Headquarters in order to be addressed by the Pumpkin Pitch Coordinators.
8. **All team captains must sign the Field Roster** stating that they received, read, and understood the rules of the 2018 Burlington Pumpkin Pitch. This sheet will be on the field and given to the pit boss, and if it is not signed, you will not participate.
9. Machines may not participate until the Safety Committee inspects and approves them to be safe based on the **PUMPKIN PITCH SAFETY RULES**. Any alterations after being inspected will require another inspection to be able to fire.
10. **Hard hats and eye protection are to be worn by all fire line personnel in the Pit Area when firing-BOTH FRIDAY AND SATURDAY anytime you're in the pits.**
11. Each machine must have a readily accessible First Aid Kit in plain view by the machine, clearly marked for all people to see.

Most of all~ be safe and have fun!

Burlington Parks and Recreation Department

